A SEGA TRUVIDEO PRODUCTION

TOMCAT ALLEY ™

SEGA CD ™

All Video Action!

Full-Screen Interactive Movie!

Jet Fighter Combat!

Rated by V.R.C. ™

MA-13
* Parental Discretion Advised.
Mature Audiences

SEGA ™

Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

CONTENTS

SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

TOMCAT TERROR

The madman Russian, Col. Alexi Povich, has just flown off with two MiG squadrons, a couple of bombers, surface-to-air missiles and who knows what else. We have a new world military power on the loose. He's a psycho for sure, but he has the respect of the top Russian fighter jocks who flew the coop with him.

Povich has established a stronghold in the Mexican desert. Intelligence reports indicate he may have chemical warfare capabilities. Major U.S. cities are within his strike envelope.

Now you're gonna' go hunting for him as the Radar Intercept Officer in an F-14X Tomcat. This is the meanest fighter made. It's able to track and destroy multiple air targets in murderous Mach 2 dogfights or nail a target one hundred miles out. The F-14X is also modified for a ground attack role with Maverick missiles and bombs.

Flying missions from a top-secret subterranean base, you'll tear away Povich's fighter air cover, slice through his missile gauntlet and obliterate his chemical weapons operation. Or die trying.

STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.

2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place the *TOMCAT ALLEY* compact disc into the disc tray, label side up. Close the tray or CD door.

4. If the Sega CD **logo** is on screen, press START to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.

NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

5. The Title screen will appear. Wait a few moments to watch several different cinema-like sequences of intense F-14X dogfighting action.

6. Press START to return to the Title screen.

7. Press START to begin the game with your first mission briefing.

TAKE CONTROL!

D-PAD

START

GENESIS

C - HUD ON/OFF

B - HUD SELECTOR
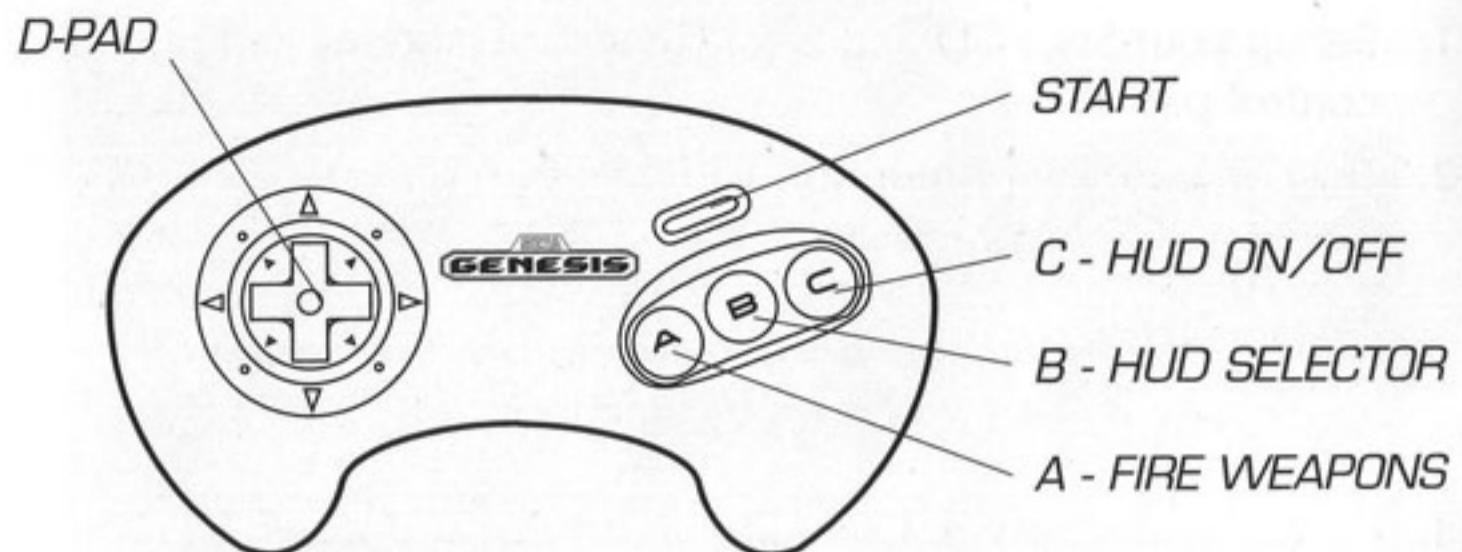
A - FIRE WEAPONS

D-PAD
- Directs aiming reticle on Heads Up Display.

START
- Starts, pauses and resumes game.
- Advances through pre-mission scenes.

BUTTON A
- Fires weapons.

BUTTON B
- Selects Heads Up Display items.
- Activates weapons, radio, camera and countermeasures on Heads Up Display.

BUTTON C
- Toggles Heads Up Display on and off.

HEADS UP!

Every combat function on the F-14X is performed by using your Heads Up Display (HUD). The HUD is an electronic overlay of the tactical situation that lets you keep your eyes on the action while making Mach-speed decisions in the heat of battle.

The HUD is connected to the aircraft's weapons, tracking radar, threat warning, navigation and recon camera systems.

NOTE: To use items on the HUD, move the aiming reticle over them with the D-PAD, and then press BUTTON B.
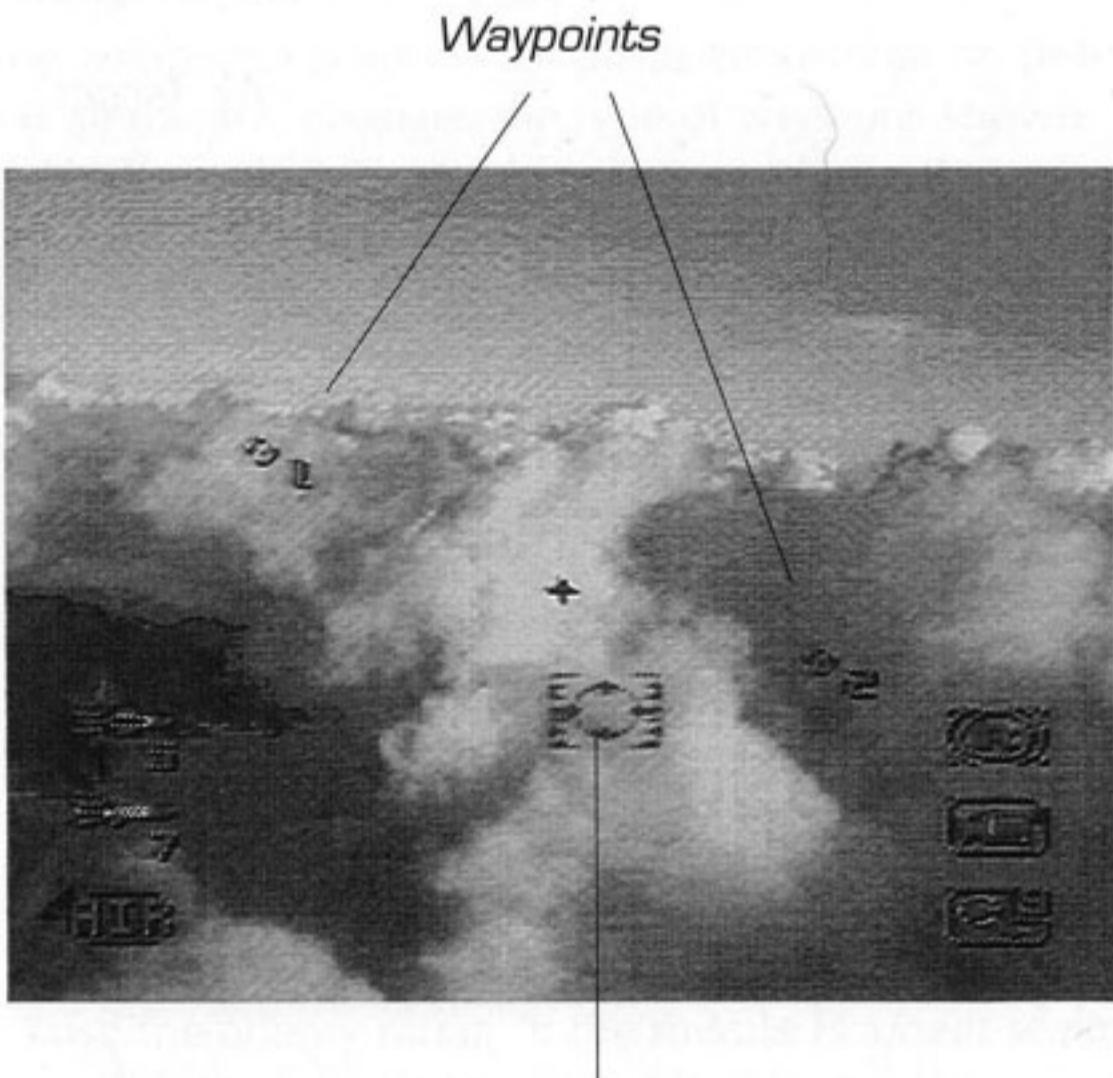
Waypoints

Aiming Reticle

AIMING RETICLE

Highlights all items in the HUD, aims weapons, and tells the computer which system to activate and which target or waypoint you are moving on. The reticle changes shape depending on which weapon is on-line. A large reticle is displayed for radar-guided missiles and bombs. For heat-seekers or Mavericks, a smaller reticle appears.

WAYPOINTS

Waypoints are positions flown to during a mission. They are shown as numbered circles in the HUD. Prior to take-off, mission control will program one or more waypoints into the fighter's navigation computer.

On the word of the pilot, you select these points with the aiming reticle. You have five seconds after the pilot's order to select the waypoint. If you don't make a selection, the pilot will jump on you. Then you have three seconds to make a selection or the mission is scratched.

If you select a waypoint out of sequence, enemy resistance will be tougher.

Air Target

Weapons

Radio

Recon Cam

Air/Ground Mode Selector

Flare/Chaff Launcher
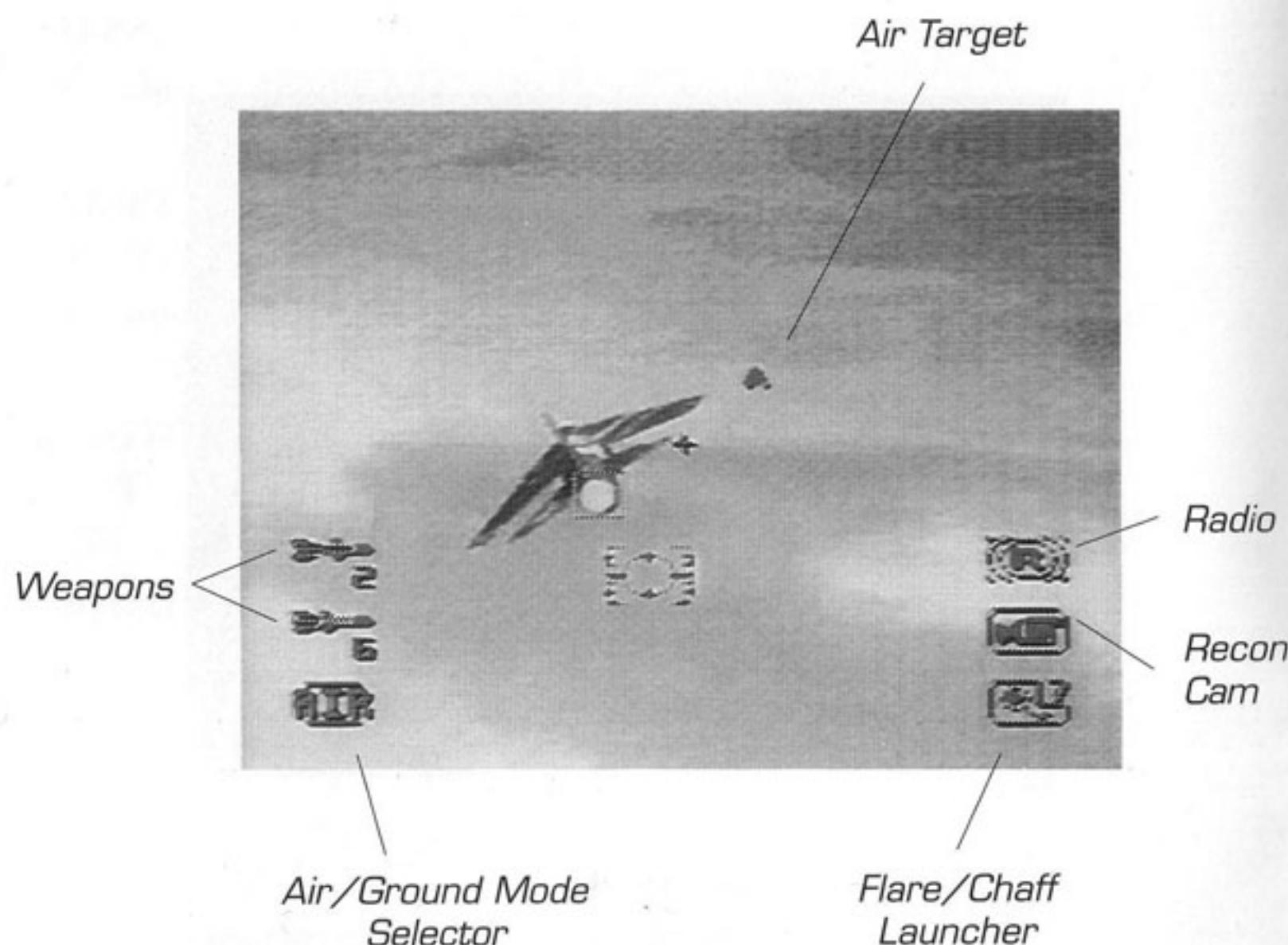
RADIO

You are responsible for answering up when your wingman radios. You have five seconds to respond before the pilot gets on your case. Then you have three more seconds to respond before the mission is scratched.

AIR TARGETS

These red symbols represent the enemy aircraft your radar system has detected. Move in to pursue or engage a craft by placing the aiming reticle over it and pressing BUTTON B. When the reticle turns blue, your Tomcat has changed heading to engage the target.

AIR/GROUND MODE SELECTOR

Sets the weapons computer for air-to-air combat or air-to-ground attack and changes the type of weapons shown above it. The selector must be set correctly for the weapons computer and radar to function properly.

WEAPONS

You have two types of weapons to select from in both air-to-air and air-to-ground attack modes. The currently selected weapon will flash. The number of weapons on board is shown next to the weapon type.

FLARE/CHAFF LAUNCHER

This will save your tail when a missile is launched at you. If the incoming missile is radar-homing, your countermeasures system will launch a cloud of small metal strips, called chaff, to confuse the enemy radar. If the missile is a heat seeker, the system will launch flares to distract it. The number of missile countermeasure launches you have on board is shown next to the indicator.

RECON CAM

Used for gaining intelligence photos during flyovers. At mission briefings, listen for orders on taking recon photos from your commanding officer.

THREAT WARNING SYSTEM

When a bandit's enemy radar is locked on and ready to fire, the word WARNING will flash in the center of your HUD. An alarm will also sound. Take action or you're toast!

WEAPONS LOCK

Your radar places a green square around a target aircraft when you are within firing range. To lock on either radar-homing or heat-seeking missiles, place the aiming reticle over the target aircraft. When you have a solution, the reticle glows red. Launch immediately.

F-14X TOMCAT WEAPONS

Your Tomcat weapons system is configured for multi-mission destruction and self-defense. You have two weapons for air-to-air combat, and two for ground-pounding. Remember to toggle the air/ground mode selector to match your mission.

SIDEWINDER MISSILE

This hot-shot homes in on the heat from a jet engine. Pure hell on air, it can target up to 11 miles out.

PHOENIX LONG RANGE AIR-TO-AIR MISSILE

Mach 5 speed and a 125-mile range are this missile's lethal calling cards.

MAVERICK AIR-TO-SURFACE MISSILE

This laser-guided fire-and-forget missile is murder on armored ground targets and surface-to-air missile launchers.

BOMB

Just a big dumb tear-up-everything chunk of high explosives and shrapnel. Sometimes it's just the trick.

LOCK & LAUNCH

FIRING WEAPONS

Use the HUD aiming reticle to acquire your target for a missile shot or a bomb drop in air or ground combat. When you are chasing a bandit or attacking a ground target, attempt to cover it with the green aiming reticle. When you are locked on, the reticle turns red. Blast 'em!

Take care not to pull the reticle off the target until the missile or bomb is away or the shot will be "no joy."

THE CREW

Your call sign is Shadow 5.

The driver of your F-14X is Dakota. He comes on a little strong, but he's a great fighter jockey.

Flying your wing are Buzz and Ratchet. They're both good to have along when a MiG's crawling your six. Take care of them.

SITUATION REPORT

Before each mission you will meet with your CO, Commander Remmington. He'll give you the mission objectives, formation orders and any vital intelligence. Listen up! You or your wingman could die out there.

Added mission info comes from Lt. Fujimora and that shadowy suit, Mr. Williams.

GETTING AIRBORNE

You launch from the top-secret Naval Air Station Tomcat Intercepts or N.A.S.T.I. Once airborne, you vector out with your wing looking for bandit aircraft on radar. Your HUD items will flash when they need attention. If it's time to fire up the recon cam or lock in a waypoint, those items will flash.

STALKING BANDITS

The F-14X radar tracking system can pick up targets from over 100 miles away. Targets show up on the HUD as red wedges. To engage any of the targets, move the aiming reticle to the symbol and press BUTTON B. When the reticle turns blue, the computer has set a vector to the target and the chase is on!

YOUR FIRST MISSION

You're the new kid, so just listen up. The first mission is to nail one of Povich's bombers. The waypoint for intercept has been programmed into your Tomcat's navigation computer. Splash the fighter escort. Then take out the bomber.

HERE'S THE DRILL

1. Just after takeoff, your wing will call to say she's in position. The radio icon on your HUD will flash. Move your aiming reticle over it with the D-PAD and press BUTTON B to key the radio. (The reticle will turn blue.)

2. Next, Dakota (your driver) will tell you to lock in the waypoint. Move your aiming reticle over the flashing waypoint (small red circle numbered 1) and lock it in by pressing BUTTON B.

3. In no time, radar will pick up unidentified air targets (red wedge-shaped symbols). Move the aiming reticle over the targets and lock in an intercept course to one of them.

YOU'RE THE HUNTER

4. Party time! If you dropped in right, Tomcat's radar will alert you by placing a green rectangle around a hostile MiG.

5. The weapons system is set for a heat seeker (the flashing weapon on the HUD). Move the aiming reticle over the green rectangle enclosing your target. When the reticle turns red, you have a target solution. Fire fast!

YOU'RE THE HUNTED

6. If the intercept went bad because you dropped in wrong or the MiG driver is a slick flyer, you're in trouble. The HUD attack warning will flash and the audible alarm will sound. Quickly move the aiming reticle to the flare/chaff launcher (bottom right) and press BUTTON B. The aiming reticle will turn blue to indicate launch.

SPLASH THE BOMBER

7. The SU-22 is out past heat-seeker range. Move the reticle to the HUD weapons options and lock in a radar-guided missile. Now move the reticle over the bomber. When it turns red, take the shot. Then it's back to base, Ace.

FIGHT SMART OR DIE

➤ When the warning flashes on your HUD, you have very little time to activate the flare/chaff launcher. React fast!

➤ If you're out of flares and chaff during an attack, quickly vector toward another hostile by selecting it with your reticle. You have a 50/50 chance of outrunning the missile shot.

➤ Be accurate when using the aiming reticle to select a target vector. Get sloppy and you'll drop in front of a bandit and turn the tables on yourself.

➤ Use a radar-guided missile to protect your wingman.

➤ If you can't get lock on with a heat seeker, quickly change to a radar-guided weapon.
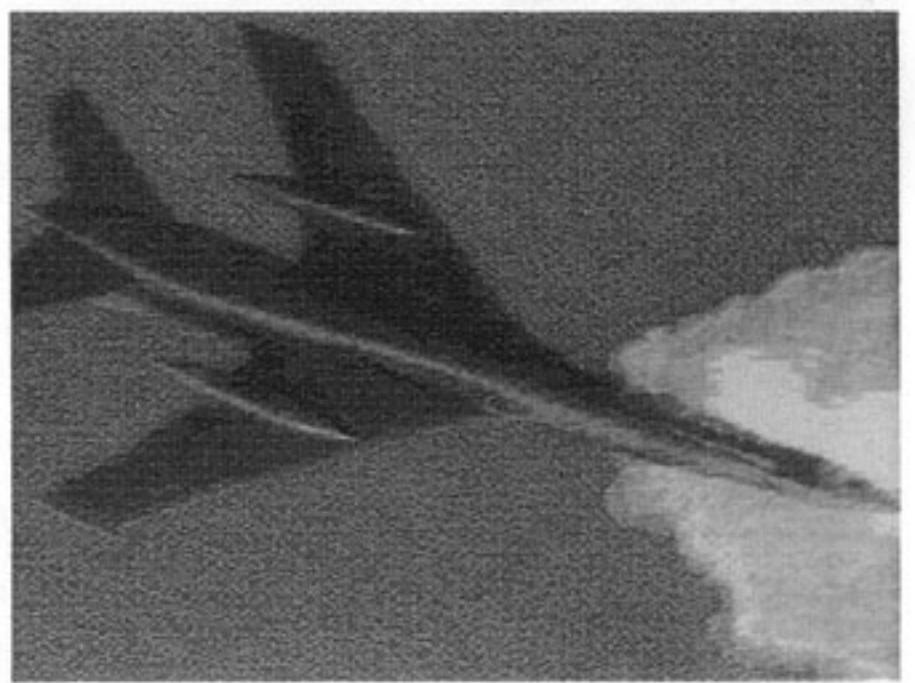
TOMCAT TERMS

bandit   enemy aircraft.

tally ho!   have visual sighting of target aircraft.

no tally   no visual on target aircraft.

lost tally   lost visual on target aircraft.

heat seeker   infra-red homing missile that is attracted to heat.

splash   shoot down and destroy aircraft.

angels   altitude in thousands of feet; "angels 1" is one thousand feet up.

six o'clock   position of an aircraft that is on your tail; a bad place to have a bandit.

TOMCAT ALLEY CREDITS

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F-14 AND MIG MODEL KITS FURNISHED BY	Revell
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Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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QUESTIONS AND

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THANK YOU.

1. Who will use this SEGA product the most (primary user)?

|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
First name   Last name

|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
Address

|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
City

|_|_| |_|_|_|_|_| |_|_|_|_| |_|_|_|_| |_|_|_|_|_|
State   Zip   Phone number

☐ 1 Male   ☐ 2 Female   Birth Date ___/___/___
                                                  mo / day / yr

2. Describe the other game players in your home:

PLAYER 1: Age _____ ☐ 1 Male   ☐ 2 Female
PLAYER 2: Age _____ ☐ 3 Male   ☐ 4 Female

3. Who bought this product?

☐ 1 Primary User   ☐ 2 Parent/Guardian   ☐ 3 Friend
☐ 4 Relative   ☐ 5 Another Household Member

When was it bought?___/___
mo / yr

4. What is the name of the game you purchased?

|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|

5. What other electronics or computers do you have in your home? PLEASE CHECK EVERYTHING YOU HAVE.

For Game Playing:

☐ 1 Atari Lynx   ☐ 2 Game Boy
☐ 3 Game Gear   ☐ 4 NES (8 bit)
☐ 5 Philips CD-I   ☐ 6 Super NES (16 bit)
☐ 7 TurboGrafx CD   ☐ 8 Other

Other:

☐ 1 CD Player   ☐ 2 Laser Disc Player
☐ 3 Macintosh   ☐ 4 PC (IBM or IBM Compatible)
    Computer
☐ 5 VCR

6. What kinds of games do you play most often?

☐ 1 Fantasy Action   ☐ 2 Fantasy Role Playing   ☐ 3 Fighting Machines
☐ 4 Fighting Adventure   ☐ 5 Futuristic   ☐ 6 Super Heroes & Cartoons
☐ 7 Puzzles/Strategy   ☐ 8 Sports

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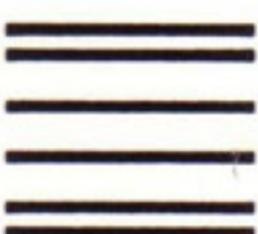
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